

REMARKS

Claims 1, 12, 13, 14, and 24 have been amended. No new matter has been added. Claim 6 has been cancelled. Claims 1, 4-5 and 9-34 are pending in the Application. Applicants reserve the right to pursue the original claims and other claims in this and in other applications.

The Application has been carefully reviewed in light of the Office Action mailed on June 15, 2004. Reconsideration of all outstanding rejections and objections in view of the foregoing amendments and following remarks is respectfully requested.

Claims 1, 4, 12-18, 24-29 stand rejected under 35 U.S.C. § 102(b) as being anticipated by Berend et al (U.S. Patent No. 5,592,117) ("Berend"). Applicants respectfully traverse this rejection.

The present invention provides "a display object generation method in a computer game, a program to execute and control the same, and a recording medium for storing the program, enabling the game player himself to generate a display object with a desired shape, to be manipulated by the game player himself." (Abstract)

As indicated in the Office Action, Berend does not suggest a game program. Further, with respect to claim 1, Berend fails to disclose or suggest display object generation program that comprises "setting a basic body having specific base attribute parameters in advance for said skeleton model", "modifying the base attribute parameters of said basic body according to the ratio of the outline trace associated with said skeleton model to data associated with said basic body, to obtain modified attribute parameters including at least one of power parameters and speed parameters", and "attaching the modified attribute parameters to the data of said expanded and converted three-dimensional display object image." Claims 12, 13, and 14 have elements similar the above described elements of claim 1. As such, the rejection to claims 1 and 12-14 should be withdrawn.

Claims 4 and 15-18 depend from claim 1 and should be allowable at least for the reasons stated above. Therefore, the rejection to claims 4 and 15- 18 should be withdrawn.

With respect to claim 24, Berend fails to suggest or disclose a display object generation program having “a processing sequence for setting a basic body having specific base attribute parameters in advance for said skeleton model”, “a processing sequence for modifying the base attribute parameters of said basic body according to the ratio of the outline trace associated with said skeleton model to data associated with said basic body, to obtain modified attribute parameters including at least one of power parameters and speed parameters”, and “a processing sequence for attaching the modified attribute parameters to the data of said expanded and converted three-dimensional display object image.” Therefore the rejection to claim 24 should be withdrawn.

Claims 25-29 depend from claim 24 and should be allowable at least for the reasons stated above. Therefore, the rejection to claim 25-29 should be withdrawn.

Claims 5, 9-11, 19-23 and 30-34 stand rejected under 35 U.S.C. § 103(a) as being unpatentable over Berend in view of Hunter (U.S. Patent No. 6,384,819). Applicants respectfully traverse this rejection.

Claims 5, 9-11, and 19-23 depend from claim 1 and claims 30-34 depend from claim 24 and are allowable for at least the reasons indicated above. Hunter separately, or in combination with Berend, fails to disclose or suggest the inventions presented in claims 5, 9-11, and 19-23. Additionally, there is provided no motivation or suggestion to combine the invention of Hunter with the invention of Berend .

In view of the above, each of the presently pending claims in this application is believed to be in immediate condition for allowance. Accordingly, the Examiner is respectfully requested to pass this application to issue.

Dated: September 15, 2004

Respectfully submitted,

By 

Thomas J. D'Amico

Registration No.: 28,371

Michael A. Weinstein

Registration No.: 53,754

DICKSTEIN SHAPIRO MORIN &
OSHINSKY LLP

2101 L Street NW

Washington, DC 20037-1526

(202) 785-9700

Attorneys for Applicant